Lode Runner's Rescue™

Instructions for Commodore 64/Atari

LODE RUNNER'S RESCUE™

by Joshua Scholar

for Atari 48K 400/800/1200/XL/130XE and Commodore 64
Requires disk drive and joystick

INTRODUCTION

Lode Runner has been captured by the minions of the evil Bungeling Empire and you, his brave and fearless daughter, must save him! He has been imprisoned in a cell deep within a labyrinth of 46 mazes. Each maze holds many keys, and you must collect them all while avoiding the Bungeling guards who patrol them. These keys will ultimately open Lode Runner's prison cell. The faster you finish each maze the less Lode Runner will suffer at the hands of the evil guards and the more bonus points you will receive. You have 4 lives but the perils are so great that your lives may seem to flash before your eyes!

LOADING THE GAME

Commodore 64 Disk

Insert disk into the drive. Be certain both the drive and the computer are powered up. Type LOAD "*",8,1 then press **(RETURN).**

NOTE: Be sure that the Shift/Lock key is **OFF**.

Atari Disk

Remove any cartridges that are in the computer. Turn on your disk drive and wait for the **Busy** light to go out. Insert the *Lode Runner's Rescue* disk into the disk drive label side up, with the exposed disk section toward the rear of the computer. Close the disk drive door and turn on the power of your computer. The program will load in about 30 seconds.

NOTE: After you have loaded the Game Editor, remove it from the disk drive and **BE SURE TO INSERT THE ATARI SCREEN DISK IN THE DRIVE.**

STARTING THE GAME

COMMODORE 64

From the title screen press **(F1)** or the **trigger button** on the joystick to start the game; press any other function key to enter the Screen Editor.

ATARI SERIES

From the title screen press **(START)** or the **trigger button** on the joystick to begin the game; press **(SELECT)** or **(OPTION)** to enter the Screen Editor.

NOTE: A Disk Error will occur if you try to load a screen without a screen disk in the drive. To stop the error, you must insert the screen disk or press (Esc).

JOYSTICKS

C-64– Plug into Port 2

Atari– Plug into Port 1

OVERVIEW

Lode Runner's Rescue has three modes of operation: Game Play Mode, Screen Editor Mode and Screen Test Mode.

The **GAME PLAY MODE** allows you to play any screens on the screen disk or any that you have created yourself. On each of 46 screens you must pick up all the keys, avoid being caught by the guards and get to the exit, which will flash when you have picked up the last key on the screen. If you successfully reach the exit, the program will automatically load the next screen on the disk. When you reach the last screen you will finally be able to free the Lode Runner from his cell.

To begin the game on screen 1, press **F1** (C-64) or **START** (Atari) or press the **trigger button** from the title screen. To begin on the screen you most recently played or loaded, press **F3** (C-64) or **SELECT** (Atari) or press the **trigger button**.

You may **PAUSE** the game at any time by pressing the Space bar. Moving the joystick will restart the action.

The **SCREEN EDITOR MODE** allows you to create your own game screens and save them on a separate disk. You can enter the Screen Editor Mode at any time by pressing **F7** (C-64) or **OPTION** (Atari). You will first access the disk menu, but from there, pressing any key will get you to the actual screen and Screen Editor.

The **SCREEN TEST MODE** is for playtesting screens that you have created before you save them. The top of the screen will read **TEST MODE**. It differs from Game Play Mode in that Alexandra is not put at the starting position when the game begins, you cannot run out of lives, the next screen will not load when you finish, and you will see Guard Decision squares and the direction of water squares. You can enter the Screen Test Mode on the **C-64** at any time by pressing **F5**; to enter the Screen Test mode on the **Atari** you must press (**OPTION**) from the disk menu screen or when you are already in the actual Screen Editor.

GAMEPLAY

To complete a screen you must pick up all the keys and get to the flashing exit. Each key that you pick up will add to both your bonus score and your running total score. You receive an extra life every time you catch the Magic Cat, and for every 10,000 points scored.

IMPORTANT HINT: read the MOVING ALEXANDRA section before playing the game.

GAMEPLAY MODE COMMANDS

	Commodore 64	Atari
Start from Beginning	F1	START
Restart from Current Screen	F3	SELECT or trigger button
Playtest Current Screen	F5	OPTION
Screen Editor	F7	Press OPTION, then any key
Restart Alexandra	A	A
Pause	Space bar	Space bar
Set Colors	See Screen Editor Mode commands under Screen Colors and Sprite Colors	

SCORING

Picking up a key. . . . . 50 points added to the score and 50 points added to the bonus timer

Finishing a screen. . . . . The remaining points in the bonus timer added to the score

MOVING ALEXANDRA

Note: You may find it helpful to turn the joystick diagonally (clockwise) so that the directions on the joystick correspond better to the movement on the screen. You need to understand and practice Alexandra's movements, because once you are familiar with them you can tackle any maze she may encounter.

Walking and Jumping

To walk, simply move the joystick in the direction you wish to go. A light touch on the joystick is very helpful. To jump, hold down the trigger button and move the joystick in the direction you wish to jump, or press the trigger button while Alexandra is walking.

Alexandra can walk on level ground. She can walk up 1 step at a time and down 1 or 2 steps at a time, but since she is afraid of heights, she will refuse to walk off a precipice higher than 2 steps.

Alexandra is rather athletic and likes to jump to places she can't always walk to. When she jumps, she jumps OVER the square in front of her as long as it is not more than 2 steps high (*fig.1*). If there is a higher wall behind the step she's jumping over, she won't be able to complete her jump and will land on the step she is trying to jump over (*fig.2*). She cannot survive a jump of more than 2 steps unless she is falling into water, or onto a trapdoor or an elevator.

Since Alexandra jumps over the square next to her if she can, to move her onto the square next to her (as long as it is not more than two steps high), move her a step away and then jump (*fig.3*).

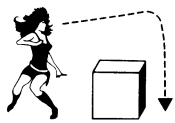

fig. 1

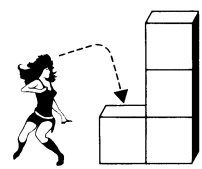

fig. 2

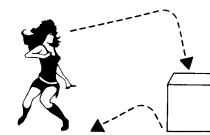

fig. 3

Mushrooms
When Alexandra eats (steps on) a mushroom she grows tall and stays tall for 9 seconds. Her remaining "tall time" is indicated by a timer made of mushrooms in the upper right portion of the screen. A tone will sound when she shrinks back to normal size. As you may expect, added height gives Alexandra a new sense of freedom. When she is tall her legs are longer and she can jump farther: she can JUMP OVER 2 SQUARES instead of one and she can SURVIVE FALLING DOWN 3 STEPS INSTEAD OF 2. Use her temporary abilities to reach places she wouldn't otherwise get to.

Water
Alexandra is a very accomplished diver and can jump into the water from any height. Although she is a good swimmer, the current moves as fast as she can swim, so she can swim across the current but can make no headway swimming upstream. The riverbanks are smooth and steep so Alexandra can get out of the water only where the banks are especially low or where the current carries her in to shore.

Heights
Alexandra is afraid of heights! She will not willingly walk off the edge of a precipice that is more than two steps high (three steps if she's tall). She will jump if you force her but she will die if the fall is more than two steps except if she is jumping into water or onto a trapdoor or an elevator.

Bumping
If you walk Alexandra into anything that is higher than one step (i.e., anything that she can't walk up) you will hear a bump noise. These noises are helpful when she is hidden from view and you need to guide her by feel.

Guards
Alexandra is agile and can jump over guards with a little practice. It's best to be standing ready for a guard in a place where there is enough room to jump or dodge away. For some of the later screens, it is helpful to lure guards away from cramped places into an area where she can better deal with them. Most of the time though, it is safer to avoid the guards, especially if they are ganging up on her.

Magic Cat
Catch it (step on it) and you get an extra life, which you may need after all the effort!

MAKING YOUR OWN GAMES

You can create your own challenging screens easily by following the instructions in this section. Once again you may find it helpful to turn the joystick diagonally (clockwise) so that the directions on the joystick correspond better to the movement on the screen.

When you are using the Screen Editor, Alexandra will act as the cursor. You first need to move Alexandra to the place where you wish to begin construction, and then use the icon indicator arrow to choose the type of the square you wish to use.

SCREEN EDITING WITH THE ICONS

When in Screen Editor Mode, the icons are the small diamond-shaped boxes at the top of the screen. In each box is a symbol which represents a particular type of square that you can place on the screen (the disk at the right will bring you to the disk menu). The RED arrow selects from the row of icons.

Selecting Squares

Use the → (right) and ← (left) arrow keys (on the Atari remember NOT TO USE THE CONTROL KEY) to position the RED arrow under the icon you wish to use. The ↑ (up) arrow and the ↓ (down) arrow (on the Atari remember NOT TO USE THE CONTROL KEY) move the square that Alexandra is on up and down, and change the type of square to the currently selected icon. The **RETURN** key changes the square to the currently selected icon without affecting the height.

Saving and Recalling Height

The "**S**" key (for "**Save height**") remembers the height of the square that Alexandra is on, and the "**R**" key (for "**Recall height**") sets any square to the saved height and sets the type of square to the currently selected icon.

Clearing the Screen

The height of the entire screen can be cleared with the **SHIFT-CLEAR** keys, and the types of all the squares on the screen can be set to Plain with **CLEAR**. To start with a blank screen press **CLEAR** and then **SHIFT-CLEAR**.

NOTE: On the far right is a box indicated by a GREEN arrow: this shows the type of square that Alexandra is standing on. This can be important when the square is hidden from view.

See the SCREEN EDITOR MODE COMMANDS for a complete list of commands.

TYPES OF ICONS

Starting Position – Alexandra appears here at the beginning of each life, and when the "A" key is pressed.

Restart Goals – this "R" allows you to reset Alexandra's starting position to another place. When Alexandra steps on "R", it activates and automatically changes to an "S", and the old "S" changes to an "R". The new "S" will be her starting position for any subsequent lives, until another restart square is activated.

Elevators and Trapdoors – a total of 8 elevators and trapdoors can be placed on the screen. Elevators and trapdoors are always created with at least two squares of the same height supporting them on two sides. If you place more than 8 on the screen, the program will activate only the first eight it sees. The others won't work.

Level Exit – this will flash after Alexandra has picked up all the keys. She must step on this square to be transported to the next screen.

Guards' Starting Squares – this is where the guard will initially appear. You must set the direction arrow on this square by pressing "**k**", "**l**", "**,**" or "**.**". This will force the guard onto a designated path if you have created one using Guards' Decision Squares. You may have up to 4 guards and (therefore 4 Starting Squares) on each screen. If you place more than 4 on the screen, the program will activate only the first four it sees. The others won't work.

Guards' Decision Squares – these limit the movement of the guards. The guards are very intelligent and will follow you everywhere except into water. You sometimes need to limit their intelligence by designating paths for them. You designate these

paths using Decision Squares. Each Decision Square has at least one directional arrow. If a guard steps on one he will be able to move only in the directions of the arrows on the square. This allows you to make designated paths for the guards to patrol or to limit their movement into or away from areas.

You can also put down a No Decision square. The icon indicating No Decision looks like an N above a D. A No Decision square has no directional arrows on it. When a guard walks onto a No Decision square, he CONTINUES IN THE DIRECTION HE IS GOING IF HE CAN. In other words, this square suppresses decisions.

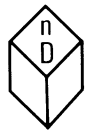

fig 4

The directions of the arrows are as follows: upper left–"**k**", upper right–"**l**", lower left–"**,**" (comma), lower right–"**.**" (period). Pressing any of these keys will turn on or turn off the arrow associated with it. You can put up to four directional arrows on each square, although 4 arrows would be the same as a plain square as far as determining guard movement.

Mushrooms – when Alexandra eats (steps on) a mushroom, she becomes tall for 9 seconds. The mushroom timer in the upper right-hand corner indicates the remaining "tall" time. For information on Alexandra under the influence of mushrooms please refer to the section on Mushrooms under "Moving Alexandra."

Keys – these must all be picked up in order to finish the screen. You may use an unlimited number of keys.

Water Squares – you may use an unlimited number in your screens. Water flows in the direction of its arrow, and you change the direction in the same way you change the Guards' Starting squares. For information on Alexandra in water, please refer to the section on Water under "Moving Alexandra".

Plain Squares – there is not much to say about these, so we won't.

Editing Height Only – this allows you to CHANGE THE HEIGHT BUT NOT THE TYPE of a square.

Lode Runner's Cell – this is where Lode Runner is being held prisoner. Lode Runner's Cell should be placed in the last screen of the series. There can be no exit squares on the same screen as Lode Runner's Cell. To erase Lode Runner's Cell, place a normal exit square on the screen.

Disk and Bonus Menu – this is a screen that you can call up by pointing to the disk icon on the far right. Here is an explanation of the options on the menu:

Formatting a Disk: This command is especially useful on the Atari, since the program doesn't use Atari DOS and must have its screens kept on disks separate from normal Atari files. The C-64 version does not have this problem and you can keep C-64 files on the same disk as *Lode Runner's Rescue* screens.

To format a disk, simply call up the Disk and Bonus Menu, remove the Game Editor or Game Screen disk (on the C-64 there is only one disk) and insert an unformatted notched disk into the drive. Press "F" to format. When the Busy light on the drive goes out, your formatted disk is ready to store your screens.

Naming the Screen: The name of a screen is saved with it. Just follow the directions in the menu and press RETURN when you are done.

Setting the Bonus: This sets the number of bonus points that each screen starts with. Remember that each key you pick up will increase the running bonus amount by 50 points.

Setting the Counting Rate: This is the rate at which your bonus is decreased each half second.

Loading a Screen: On the Atari, make sure you have put the screen disk in the drive! Repeatedly pressing the RUN/STOP key on the C-64 or the ESCAPE key on the Atari before the load is completed will abort a load and restore the screen that was there prior to the load.

On the Atari, remember that the screen disk is different from the game disk. If you forget to put in a screen disk, a disk error occurs while the program is loading. The program will keep trying to load the screen until you put a screen disk in the drive or until you press the ESCAPE key.

Saving a Screen: Please refer to the directions under SAVING YOUR CREATIONS. The bonus, the counting rate, the name of the screen, the colors of the screen and (on the C-64 only), the colors of the sprites, are all saved with the screen.

SAVING YOUR CREATIONS

1. Make sure you have a formatted disk. (On the Atari, don't use a disk containing Atari DOS files as they will be ruined.)

2. Enter the Disk Menu by moving the icon indicator arrow under the disk icon on the right.

3. Press the "**S**" key for "Save".

4. Enter the screen number under which you want your screen to be saved.

5. Press RETURN.

SCREEN EDITOR MODE COMMANDS

	C-64	Atari
Start from beginning	F1	START
Start from current screen	F3	SELECT
Test from current screen	F5	OPTION
Icon indicator arrow right (Atari, without CTRL)	→	→
Icon indicator arrow left (Atari, without CTRL)	←	←
Move entire screen to upper left	Shift A	Shift ↑
Move entire screen to lower right	Shift X	Shift ↓
Move entire screen to upper right	Shift S	Shift →
Move entire screen to lower left	Shift Z	Shift ←
Move entire screen up	Ctrl-A	Ctrl-↑
Move entire screen down	Ctrl-X	Ctrl-↓
Clear screen of square types	CLEAR	CLEAR
Clear screen of height	Shift-CLEAR	Shift-CLEAR
Save height	S	S
Recall height	R	R

Directions for guards and water (C-64 and Atari):

Upper left	**k**
Upper right	**l**
Lower left	**, (comma)**
Lower right	**. (period)**

Screen Colors:

Increase brightness	NOT AVAILABLE	2,3,4,5
Decrease brightness	NOT AVAILABLE	Shift 2,3,4,5
Change colors	1,2,3,4	Ctrl 2,3,4,5
Restore default colors	C	C

C-64 only:

Sprite colors:

Alexandra's hair	5
Cat's outline	6
Guards' suits	7
Alexandra's dress	8
Guards' insignia and shoes	8
Skin tone/Cat's fur	9

LIMITED WARRANTY INFORMATION

Disk Replacement Policy

If this disk should fail within 90 days of purchase, please return with proof of purchase for prompt FREE replacement. If the disk has been physically damaged, or after 90 days from date of purchase, please include $5.00 for replacement and $2.50 for postage and handling.

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